

FIG. 2

SCENE		MAIN FUNCTION	ADDITIONAL FUNCTION	
START POSITION (SECOND)	END POSITION (SECOND)	KEY CONTROL INFORMATION	KEY	ADDITIONAL FUNCTION PROGRAM
0	49	PAUSING IS DISAPPROVED	PAUSE KEY	MESSAGE m1
50	99	FAST-FORWARDING IS DISAPPROVED	FAST-FORWARD KEY	MESSAGE m2

22a:
SCENE SPECIFYING
INFORMATION

22b:
KEY CONTROL
INFORMATION

22c:
ADDITIONAL FUNCTION
INFORMATION

22:
CORRELATION
INFORMATION

FIG. 3

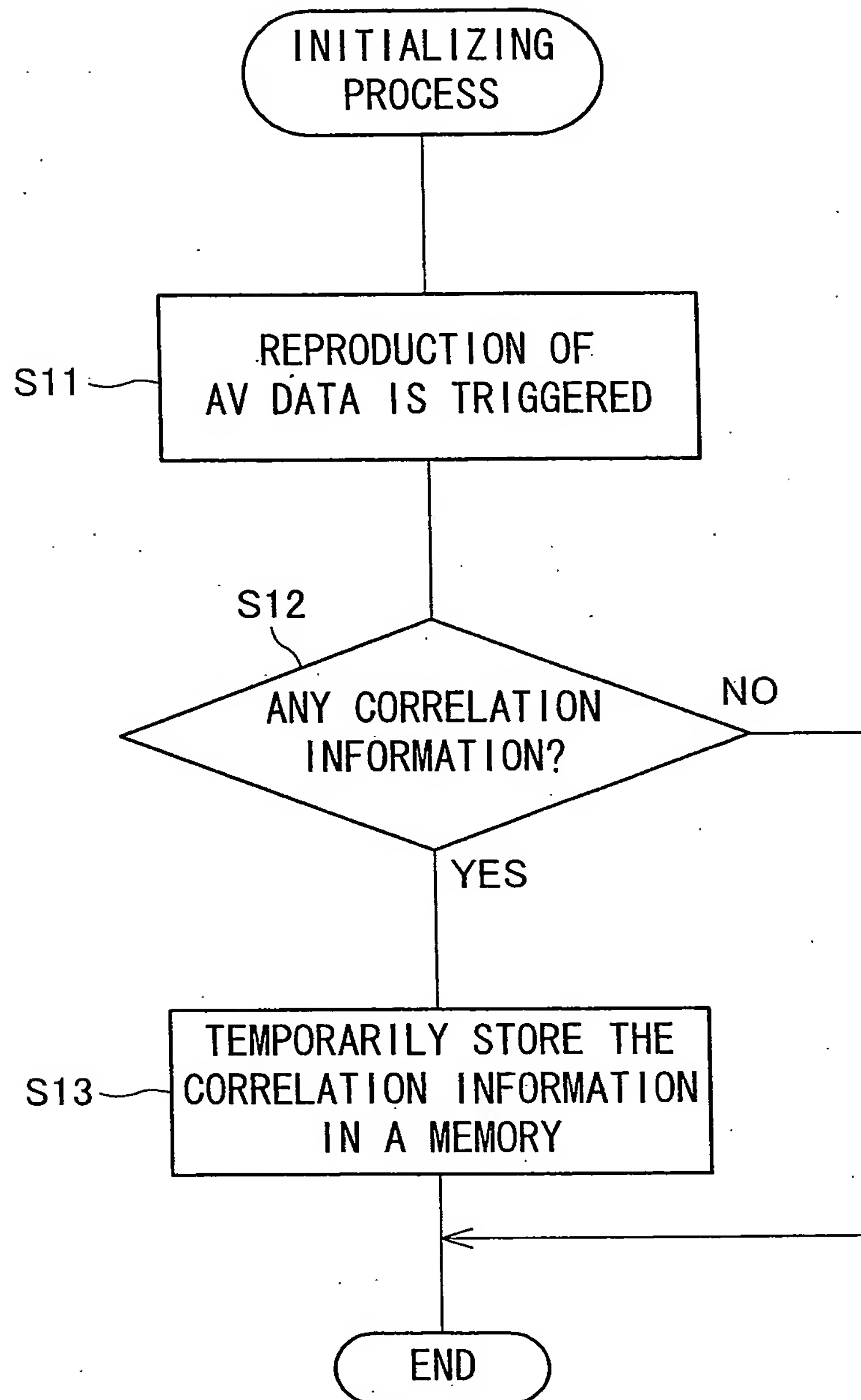


FIG. 4

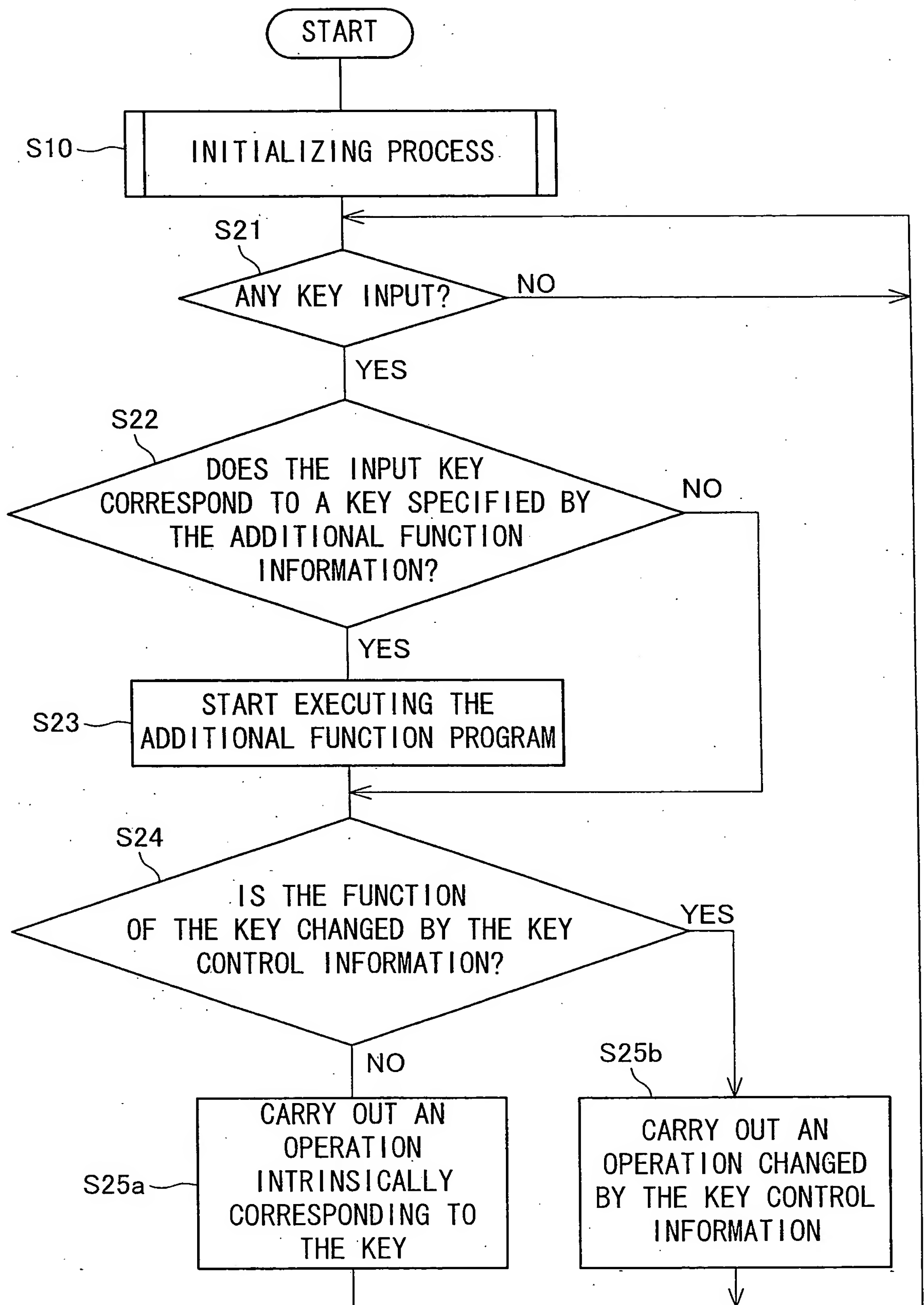


FIG. 5

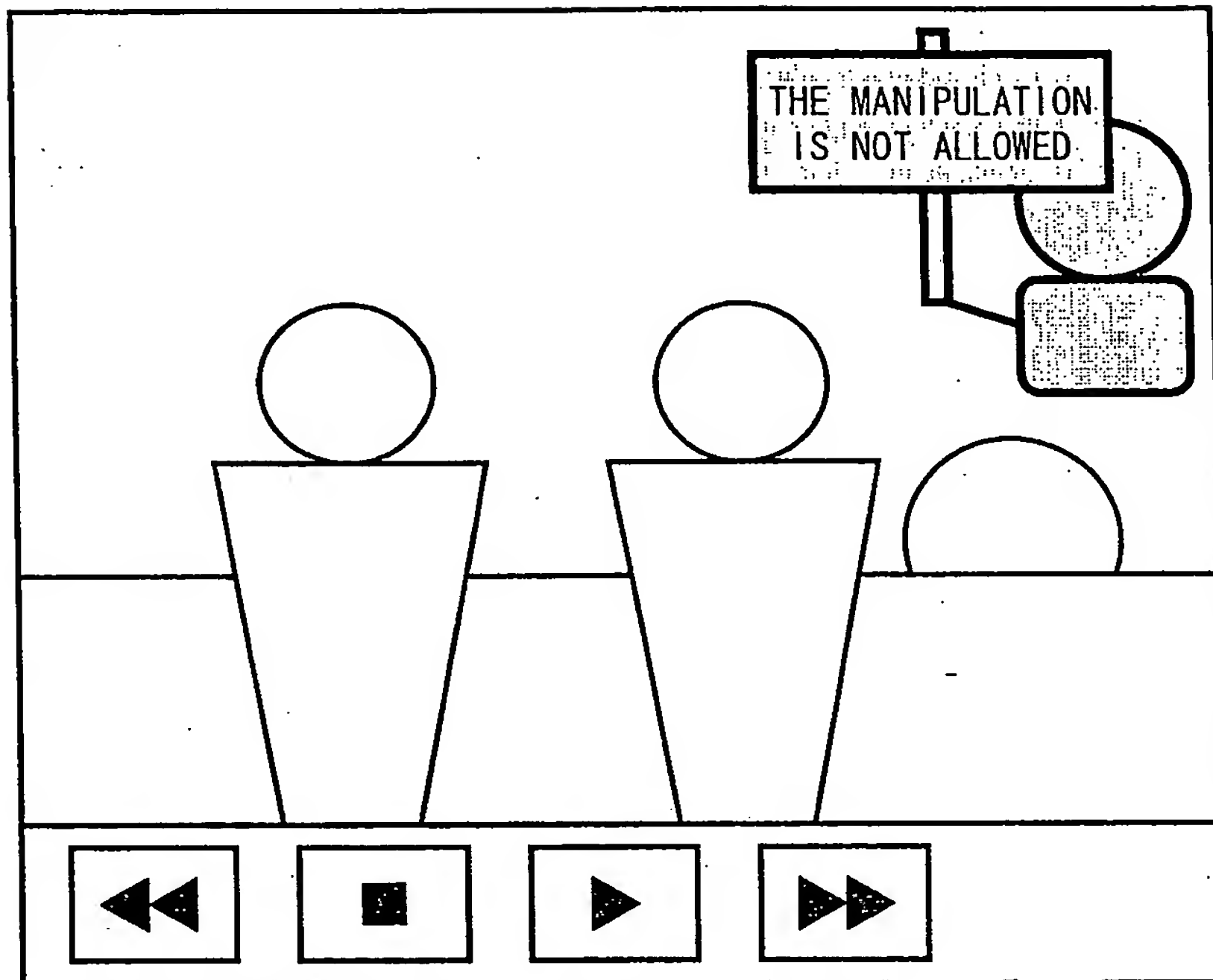


FIG. 6

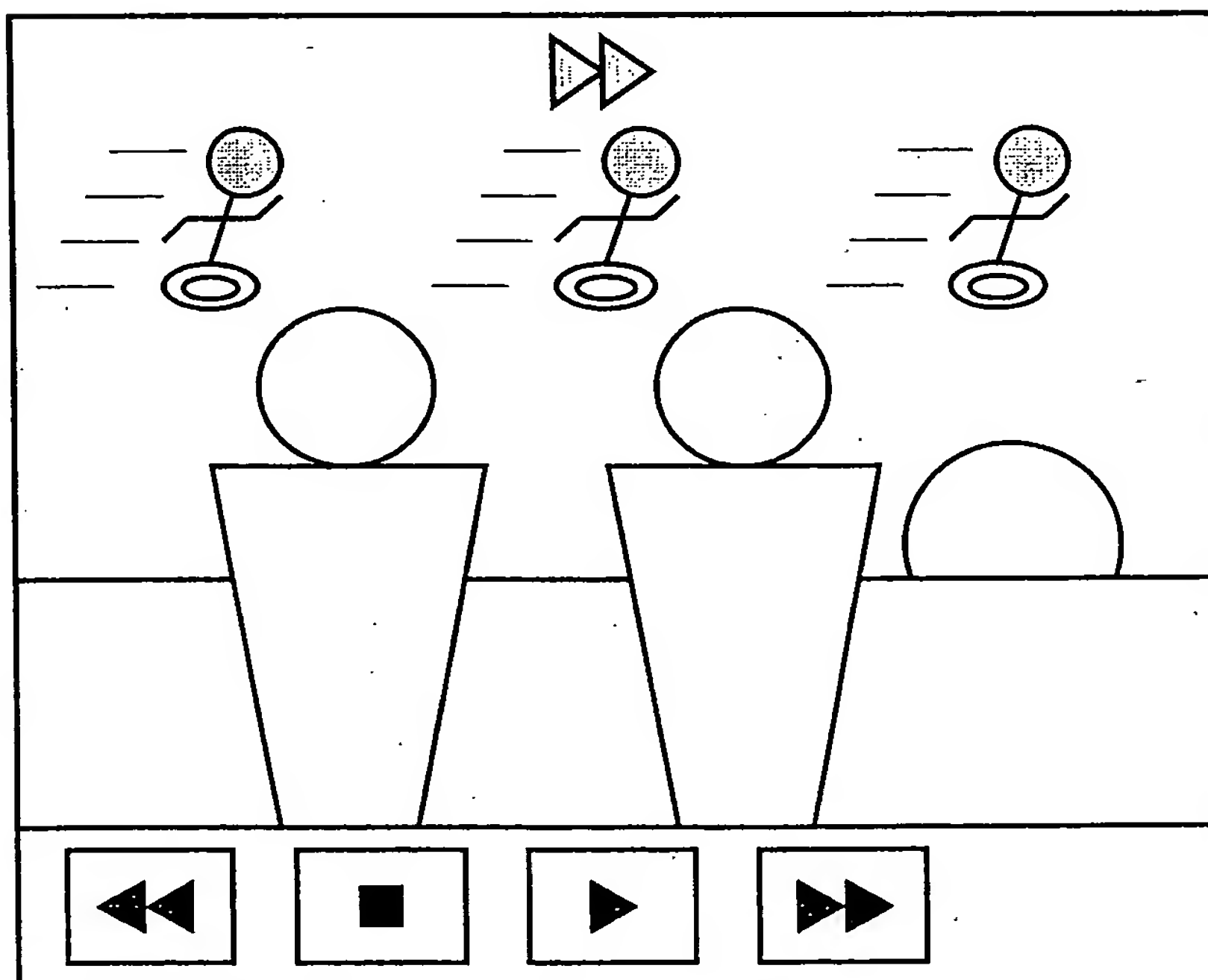


FIG. 7

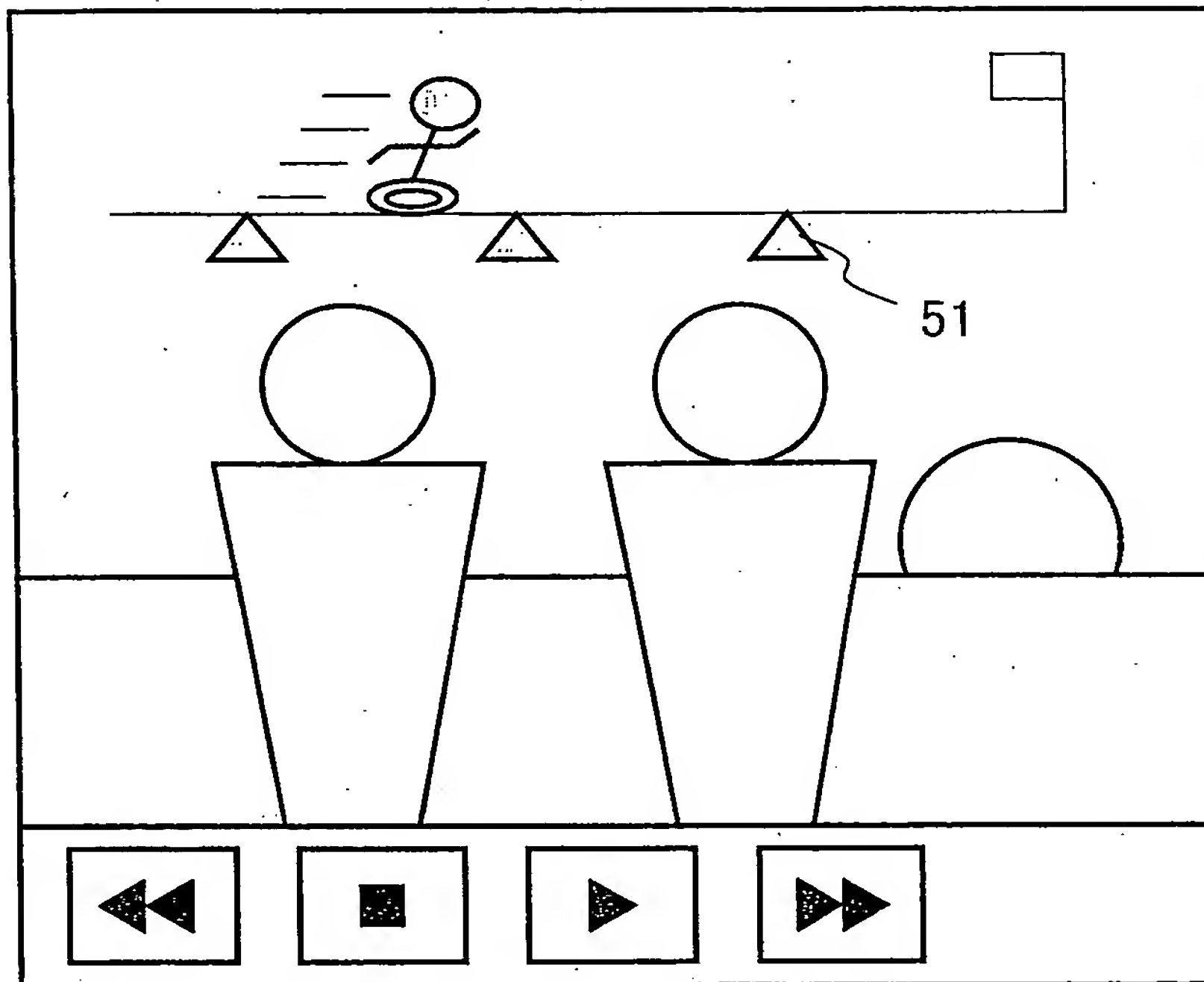


FIG. 8

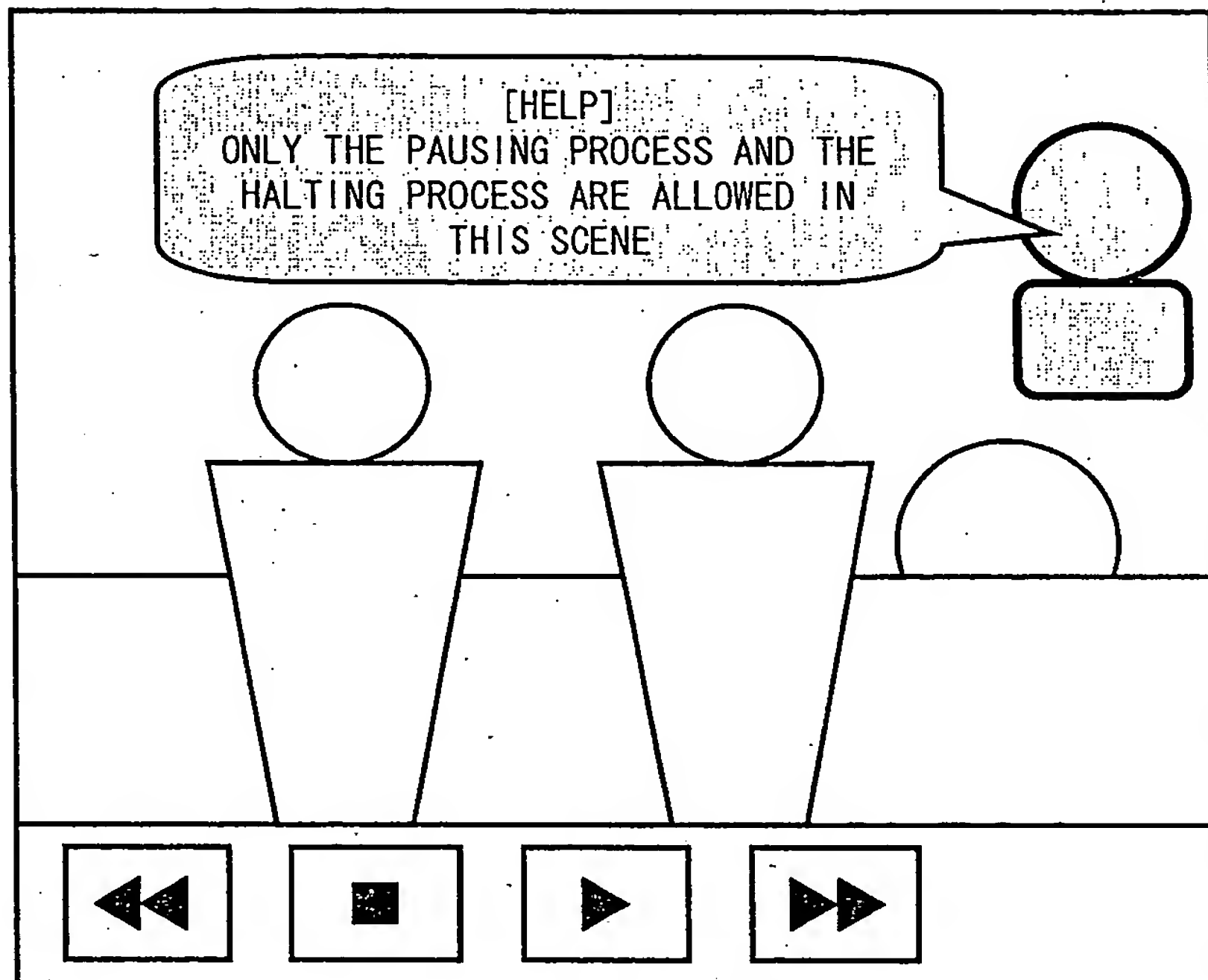


FIG. 9

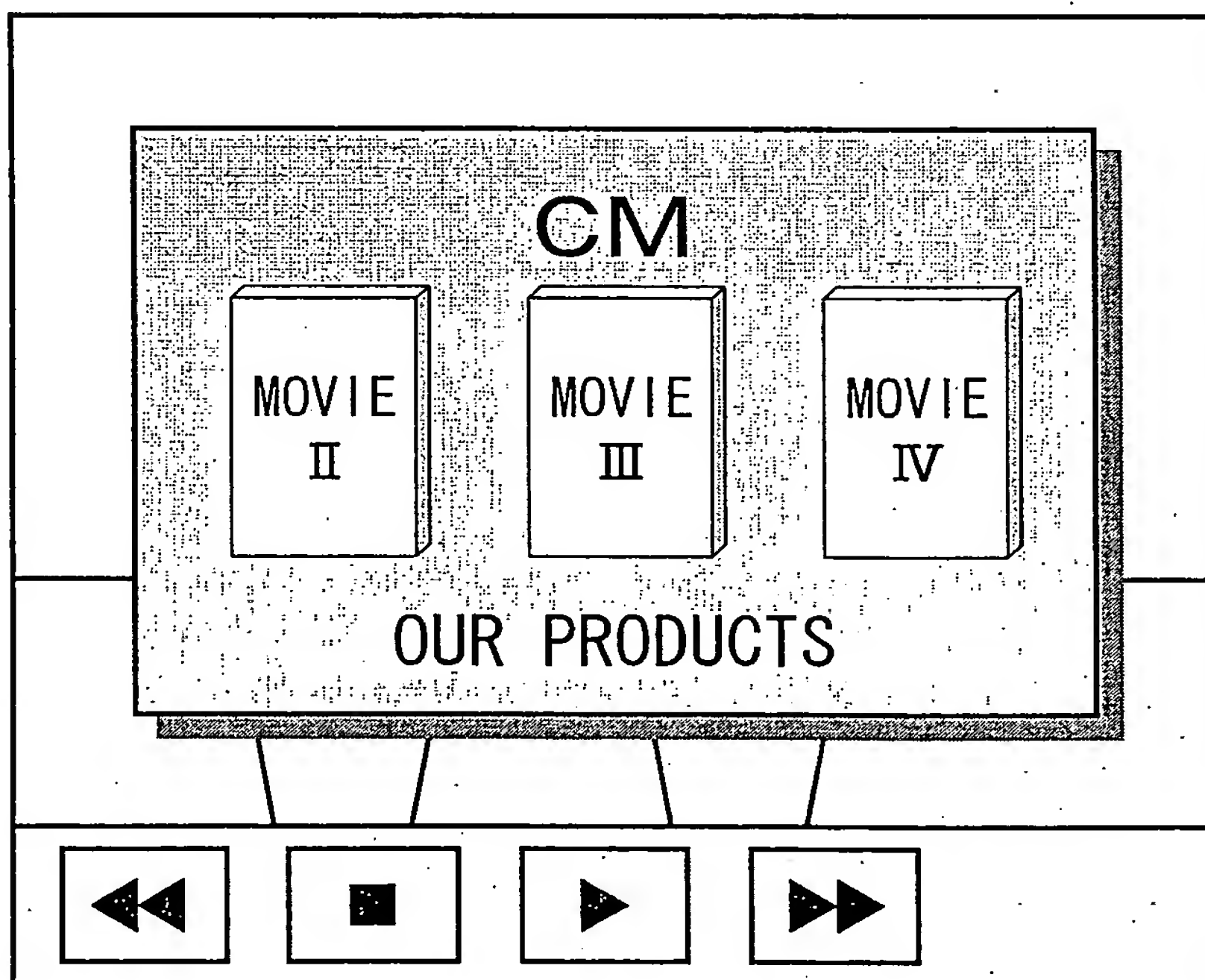


FIG. 10

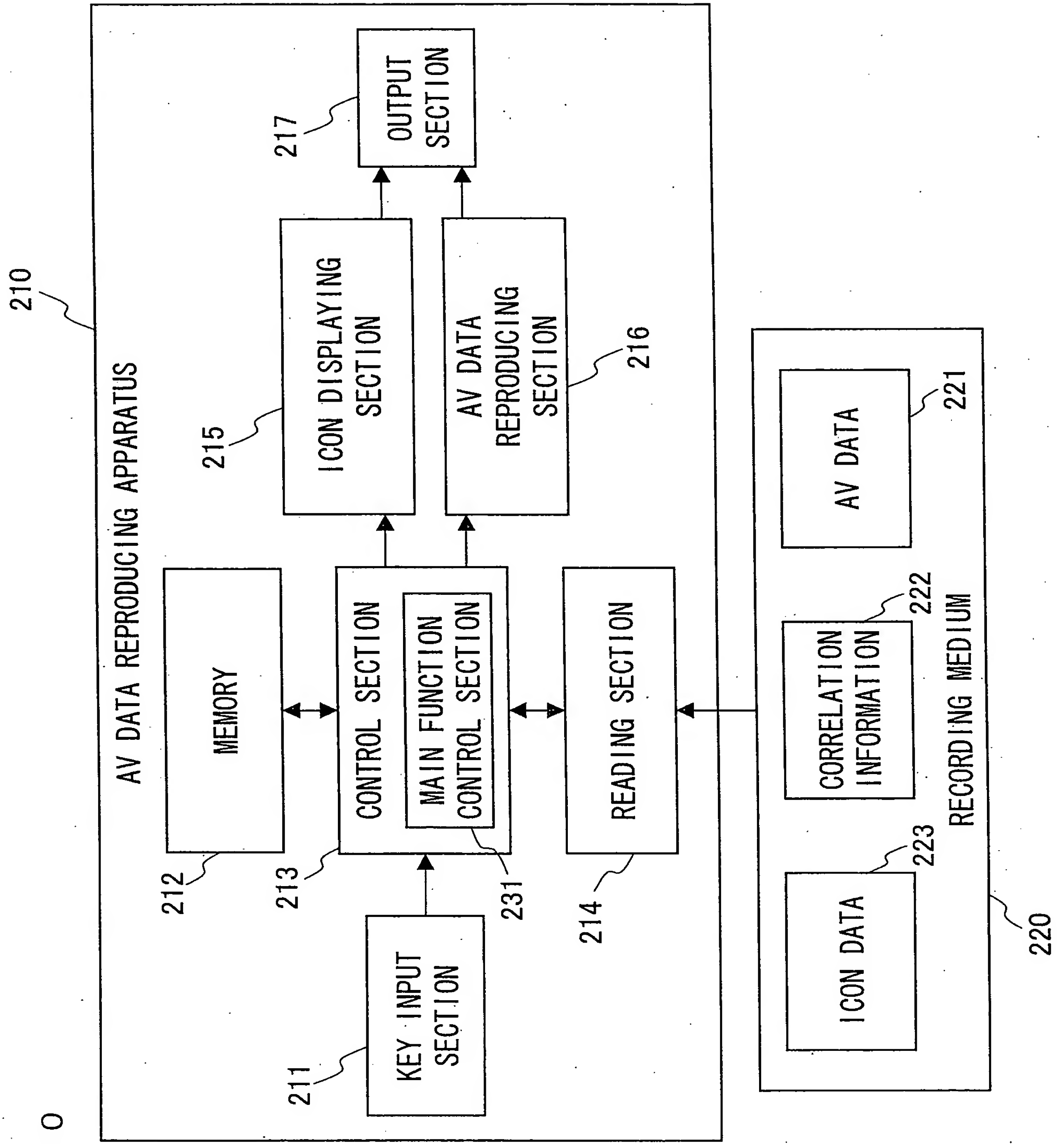


FIG. 12

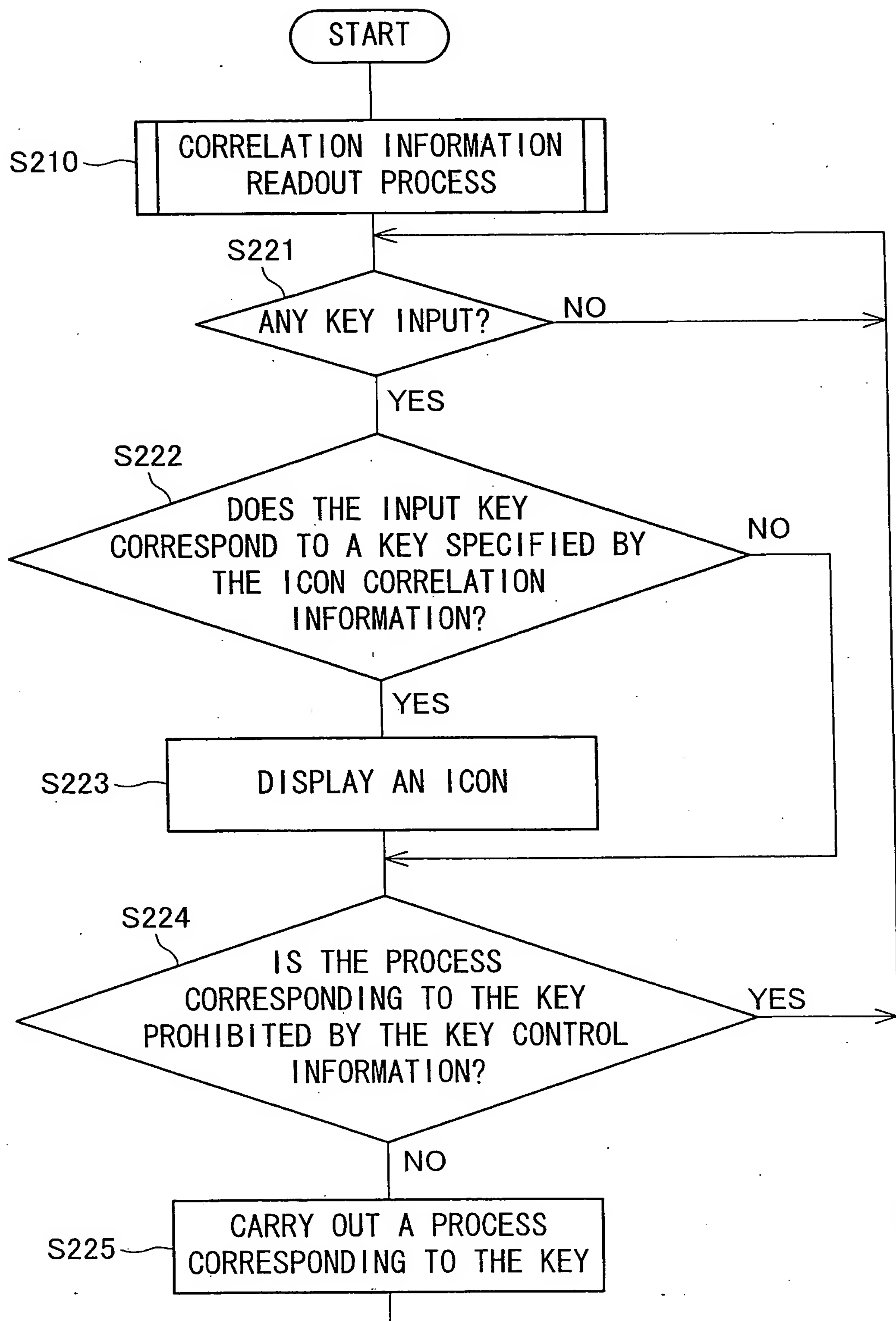


FIG. 13

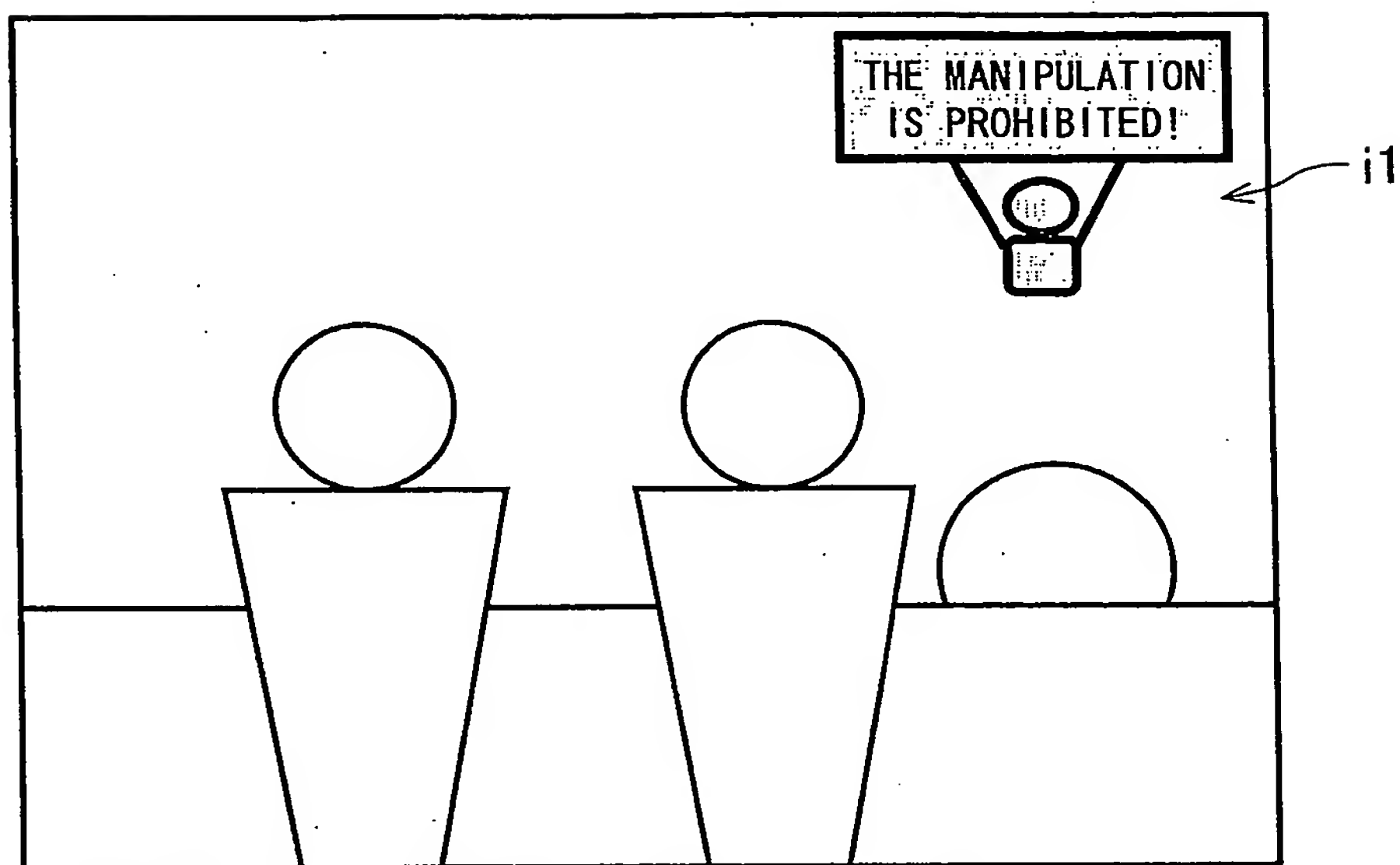


FIG. 14

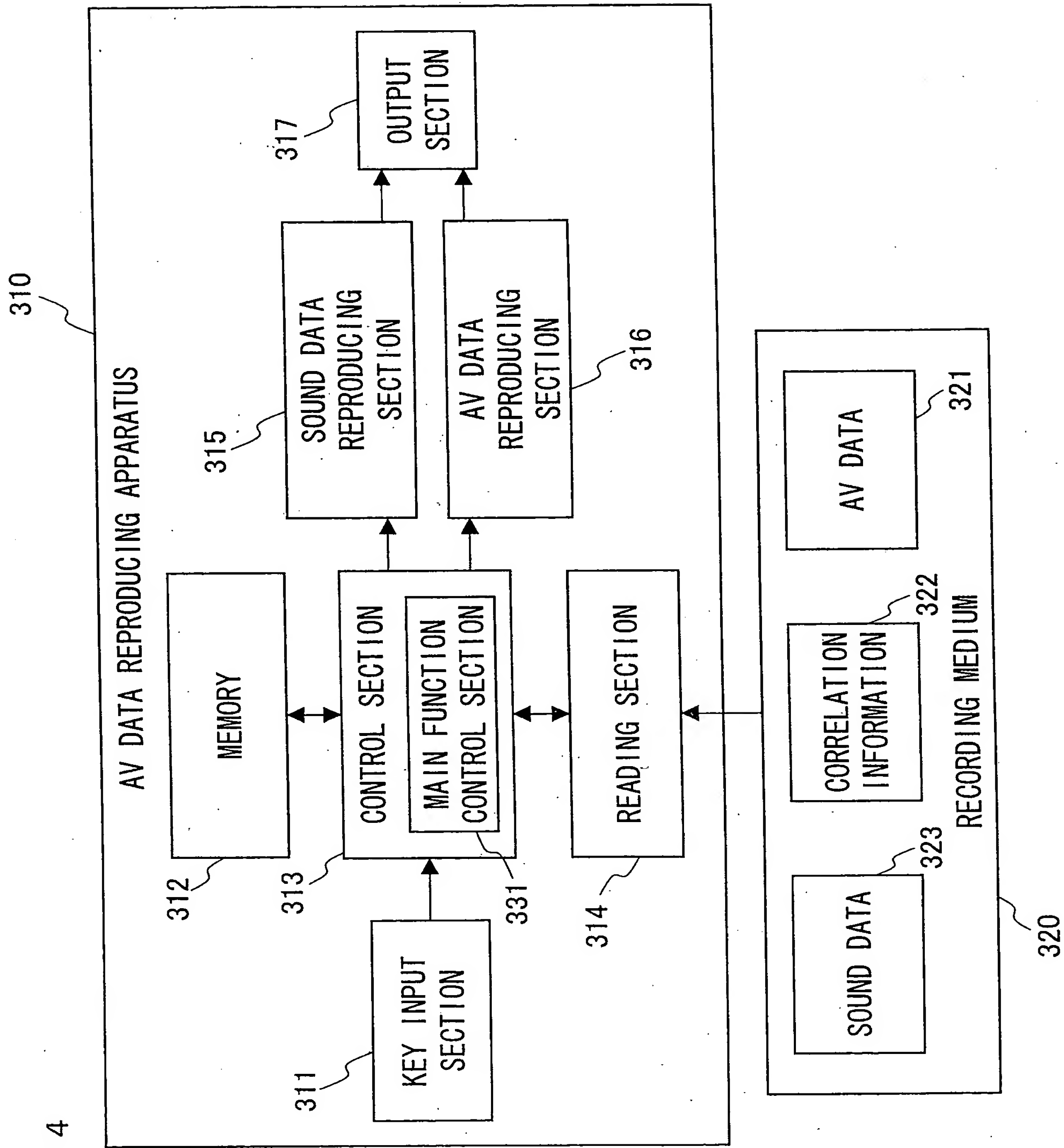
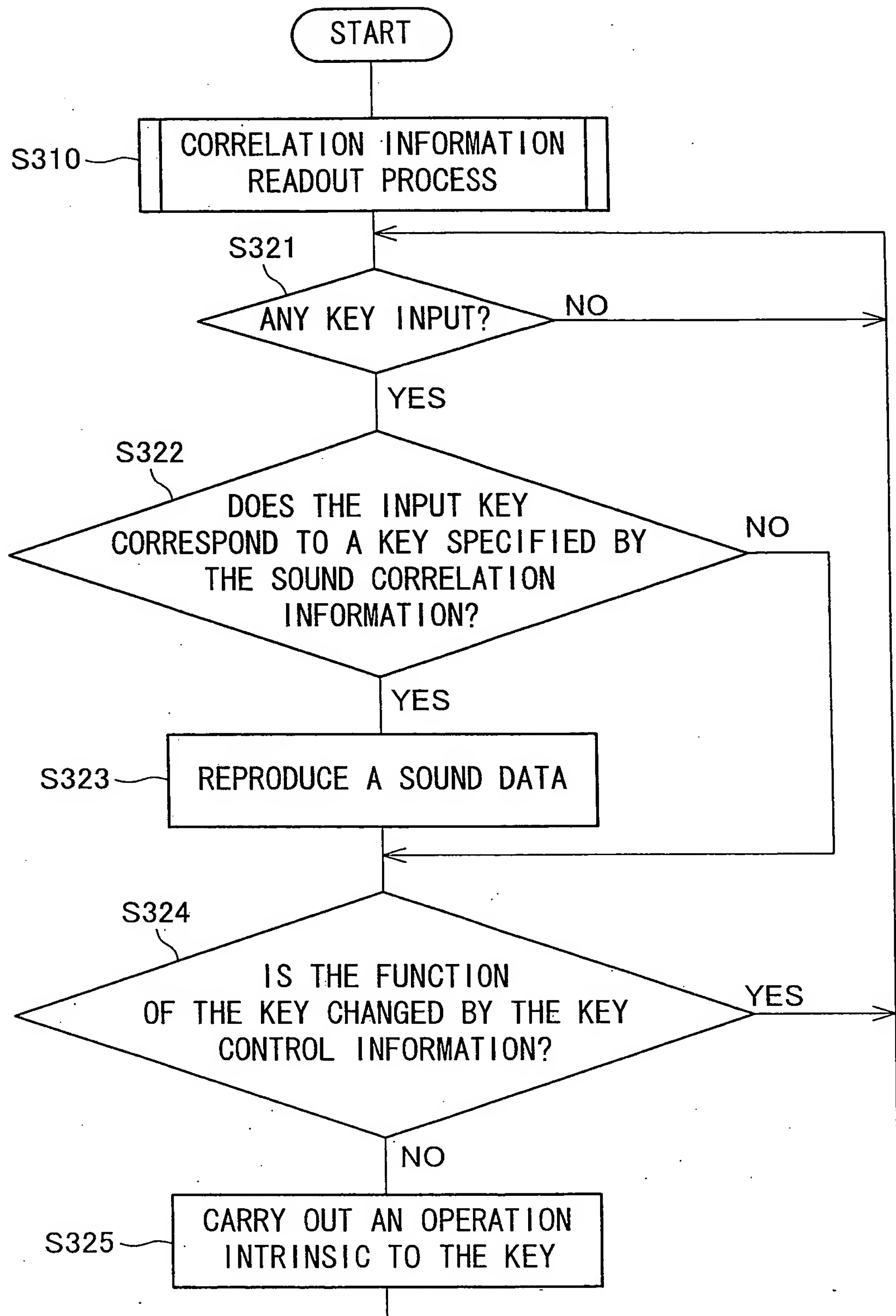


FIG. 15

[illegible]

FIG. 16



F I G. 1 7

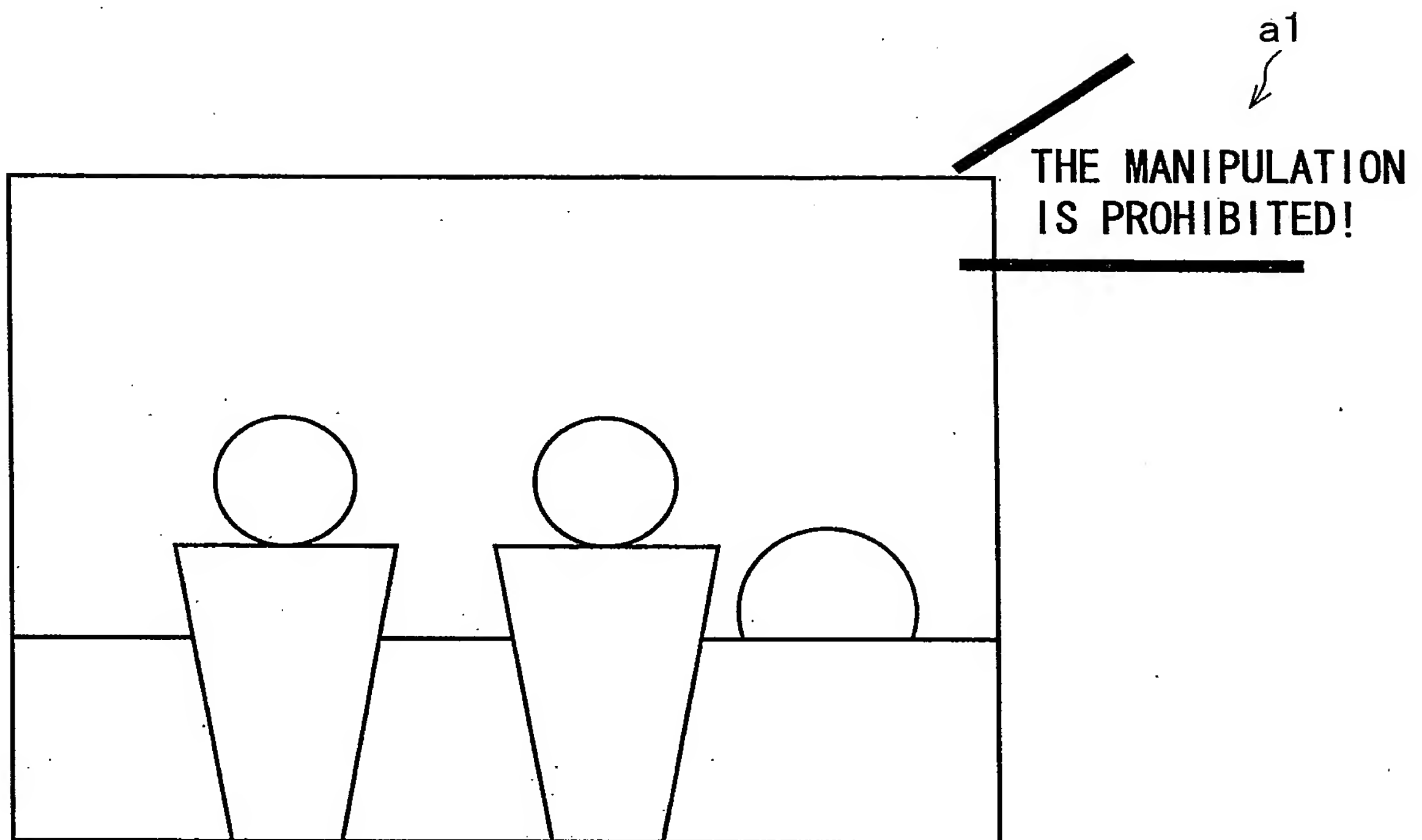


FIG. 18

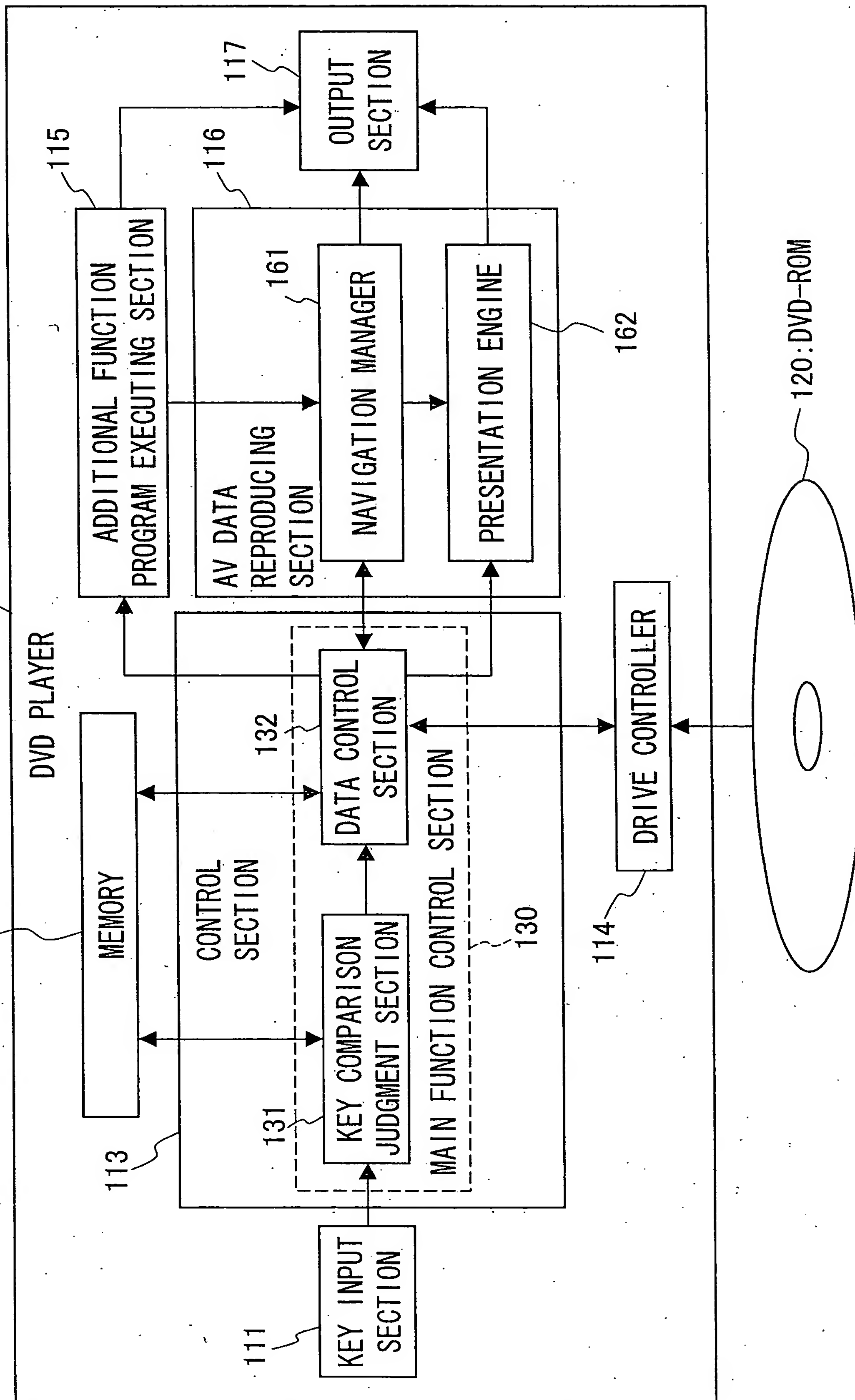


FIG. 19

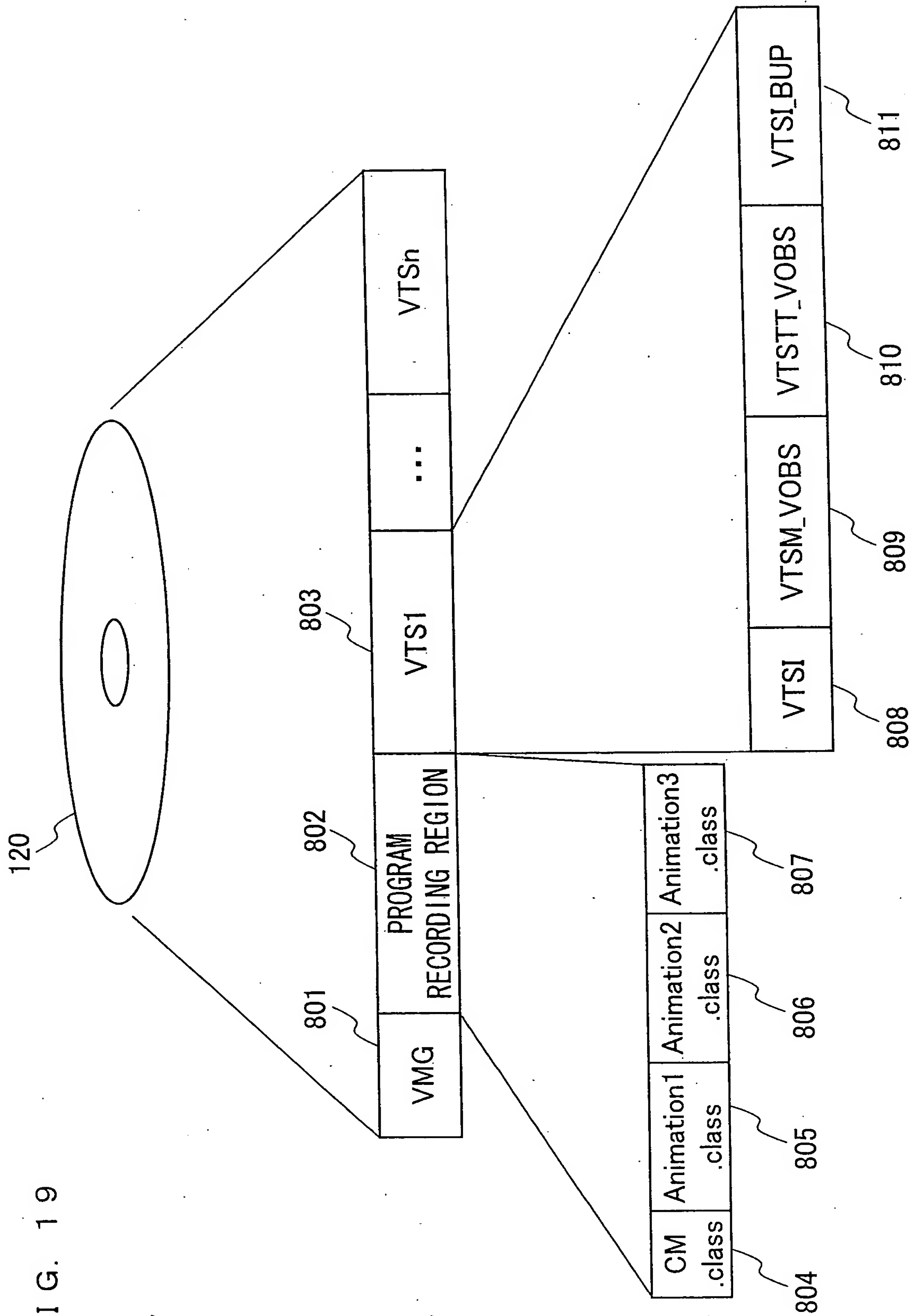


FIG. 20

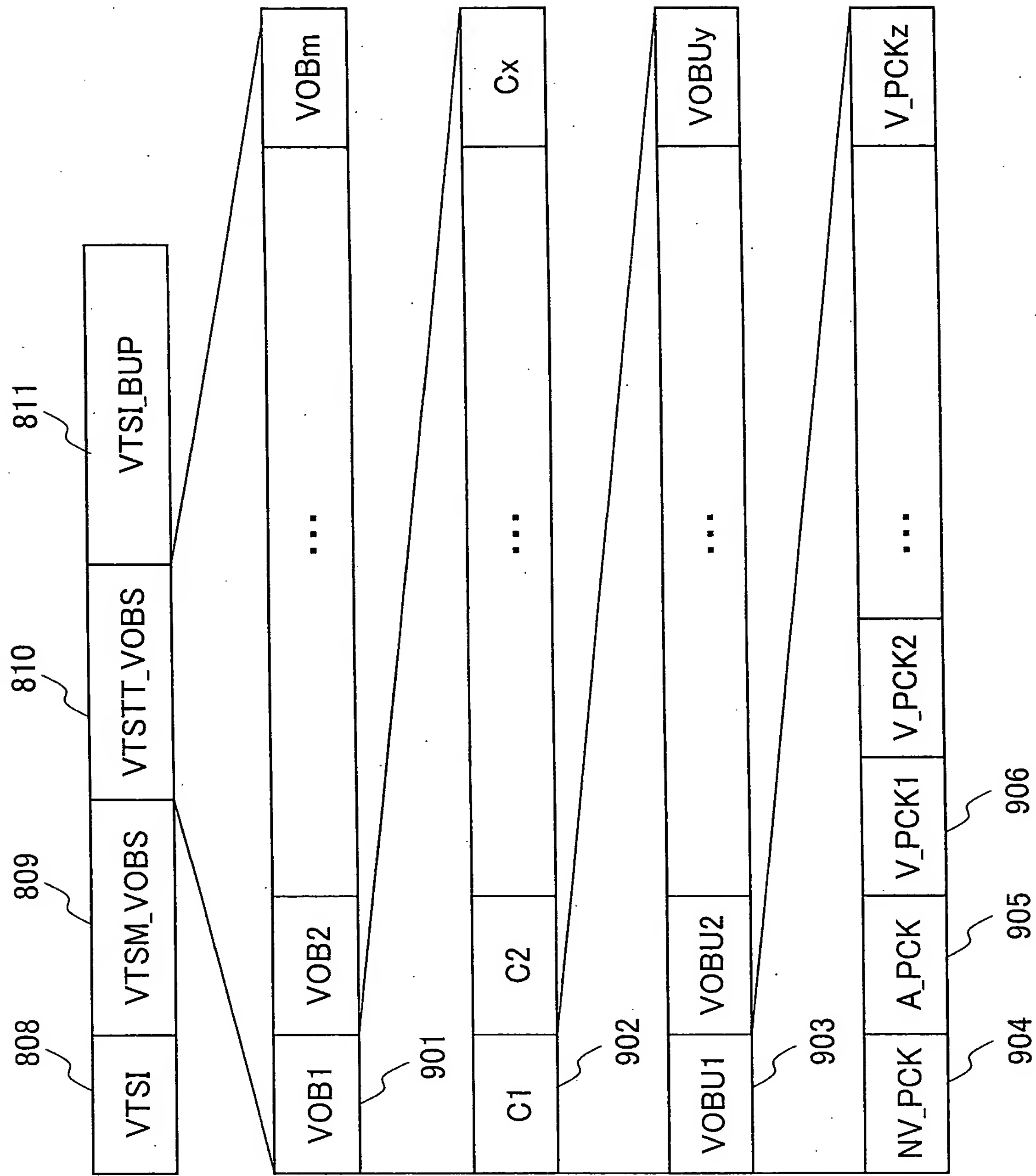


FIG. 21

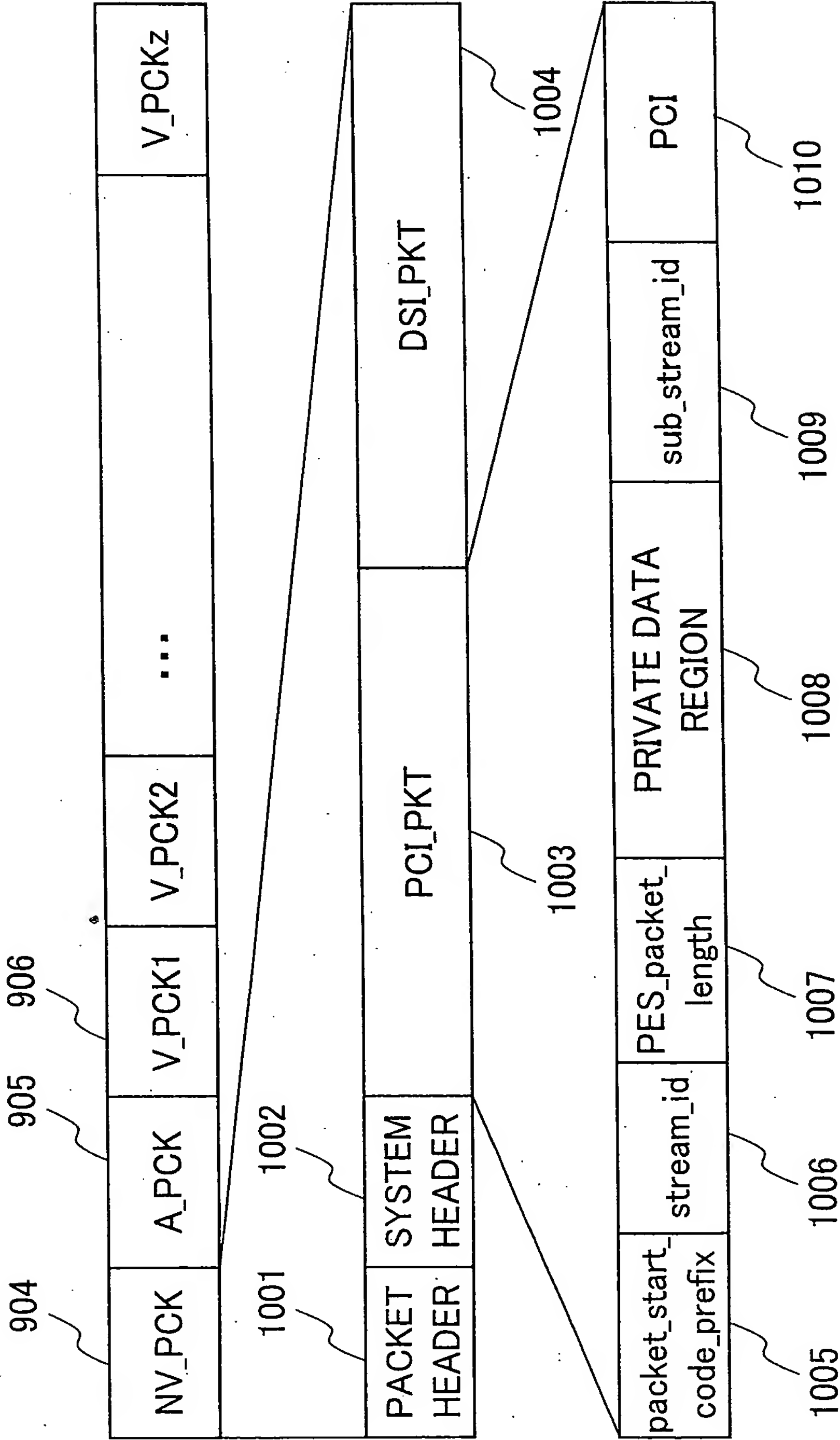
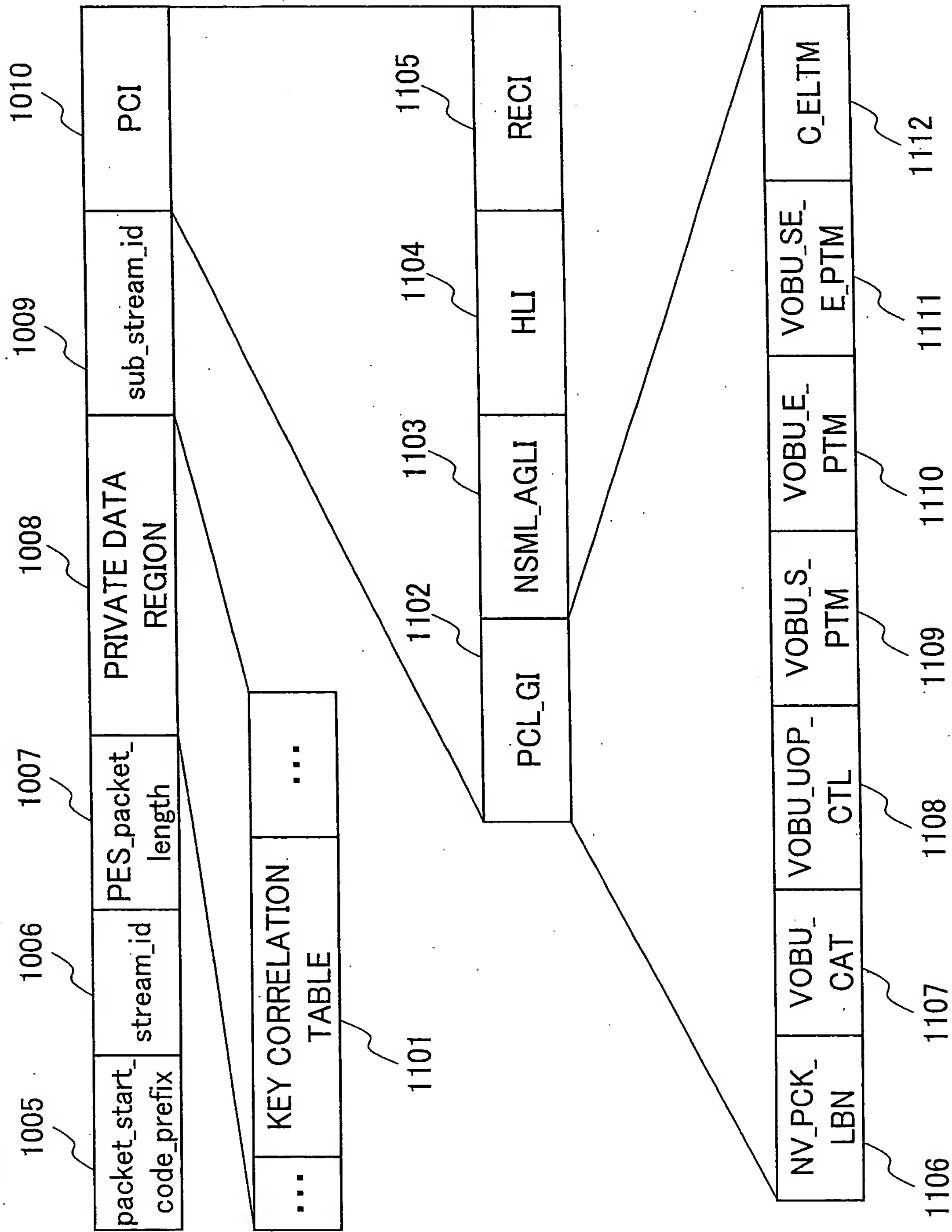


FIG. 22



F I G. 2 3

KEY	ADDITIONAL FUNCTION PROGRAM
PAUSE KEY	CM.class
FAST-FORWARD KEY	Animation1.class
FAST-BACKWARD KEY	Animation2.class
PLAY KEY	—
• • •	• • •

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1101:KEY CORRELATION TABLE

FIG. 24

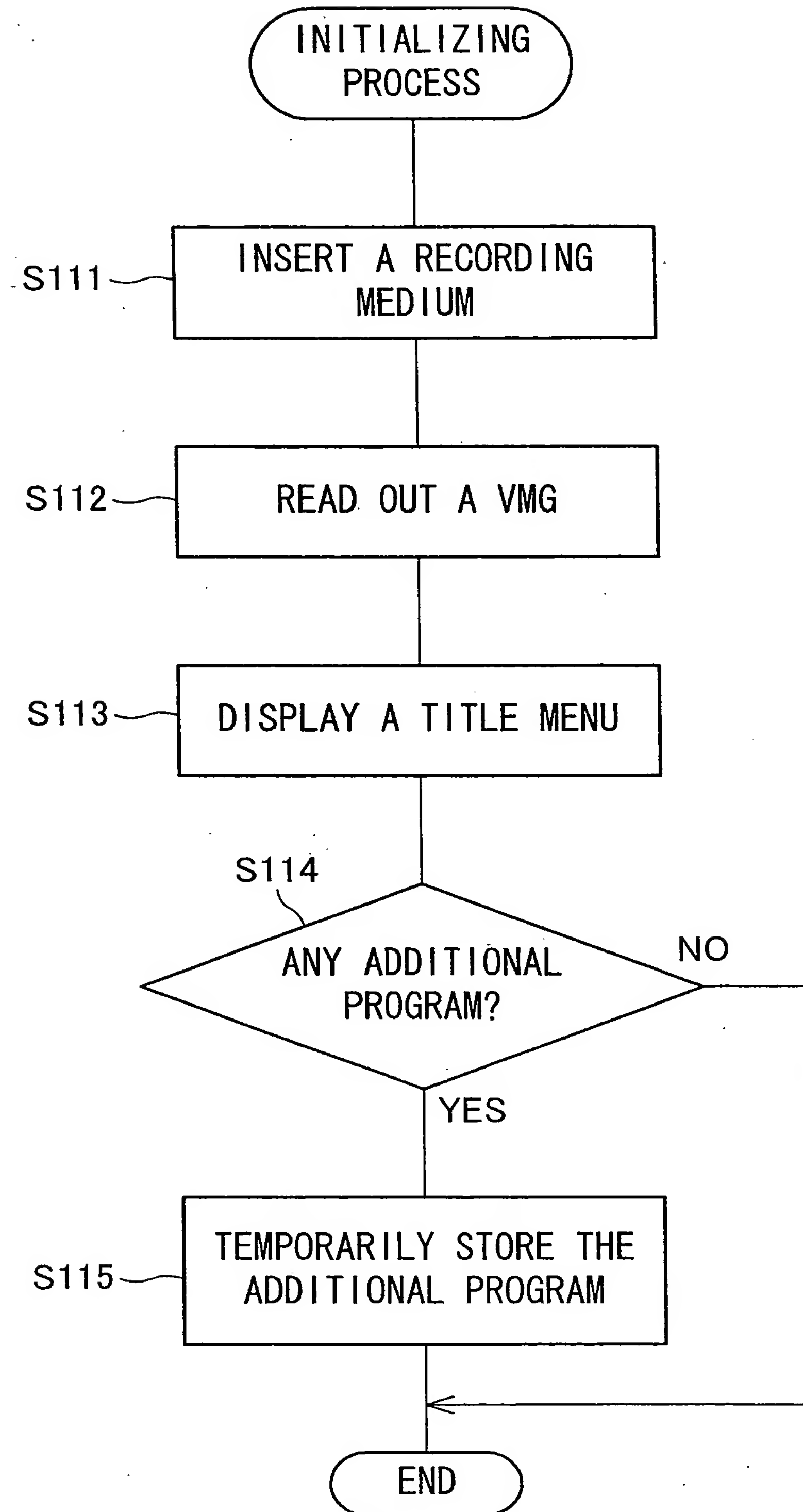


FIG. 25

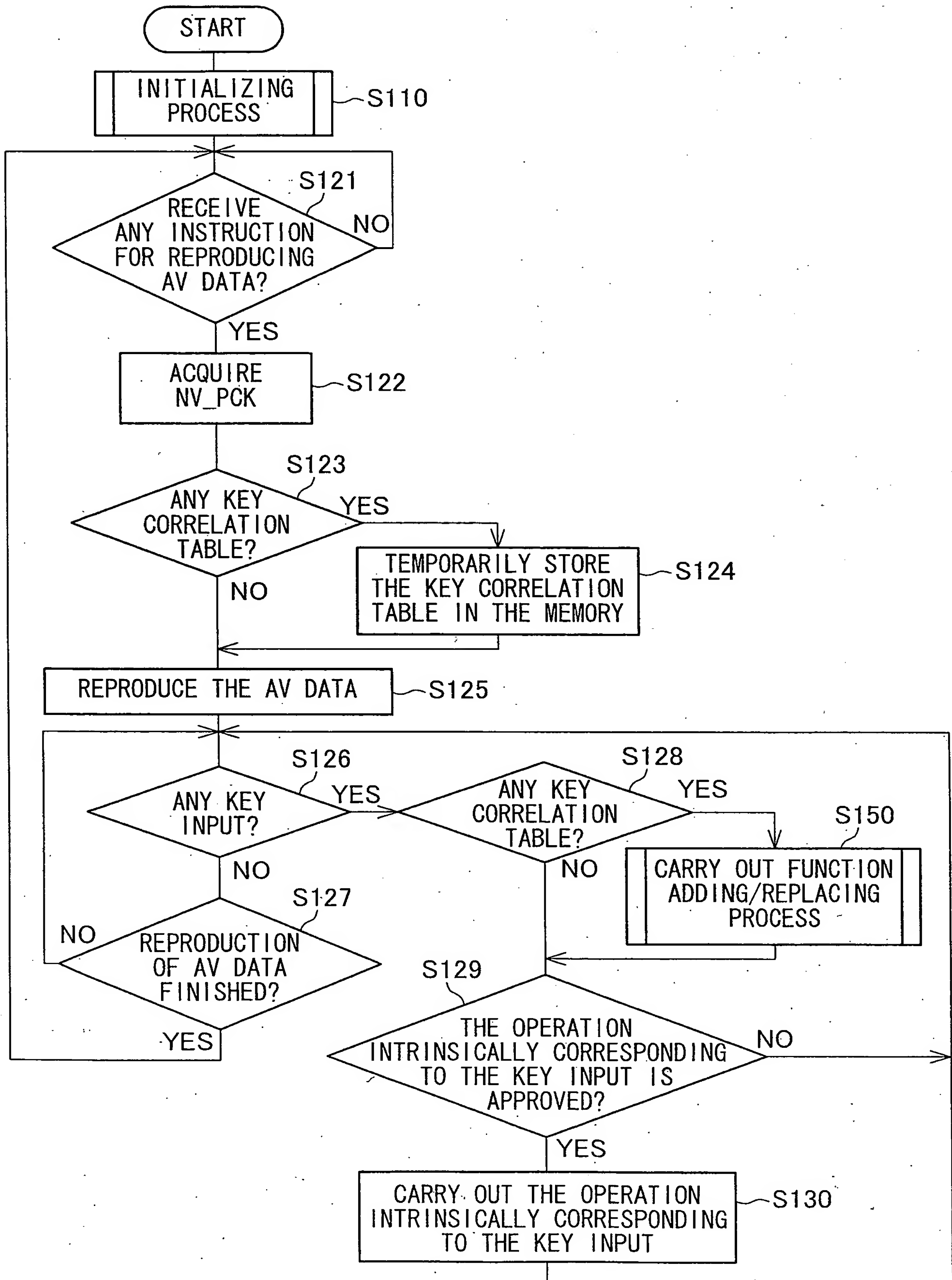


FIG. 26

